

# Finding Regulatory Motifs in DNA Sequences

## Outline

- Implanting Patterns in Random Text
- Gene Regulation
- Regulatory Motifs
- The Gold Bug Problem
- The Motif Finding Problem
- Brute Force Motif Finding
- The Median String Problem
- Search Trees
- Branch-and-Bound Motif Search
- Branch-and-Bound Median String Search
- Consensus and Pattern Branching: Greedy Motif Search
- PMS: Exhaustive Motif Search

# Random Sample

## Implanting the Motif: AAAAAAGGGGGGG



## But where is it now?

## Implanting the Motif with Four Mutations



# Oh, geez. Where is it now?!

## Why is Finding a (15,4) Motif Hard?

atgaccgggatactgatAgAAgAAGG<mark>tt</mark>GGGggcgtacacattagataaacgtatgaagtacgttagactcggcgccgccg acccctattttttgagc<del>lgatttagtgacctgl</del>gaaaaaaaatttgagtacaaaacttttccgaatac<u>AAtAAAAcGGc</u>GGG tgagtatccctgggatgacttAAAAtAAtGGaGtGCtgctctcccgatttttgaatatgtaggatcattcgccagggtccga gctgagaattggatgcAAAAAAAAAAGGGattGtccacgcaatcgcgaaccaacgcggacccaaaggcaagaccga/taaaggaga tcccttttgcggtaatgtgccgggaggctggttacgtagggaagccctaacggacttaatAtAAtAAAGGaaGGCcttatag gtcaatcatgttcttgtgaatggatt\tAAcAAtAAGGGctGGgaccgcttggcgcacccaaattcagt\gtgggcgagcgaccaa cggttttggcccttgttagaggcccccqtAtAAAcAAGGaGGGccaattatgagagagctaatctatcgcgtgcgtgttcat aacttgagttAAAAAAAtAGGGaGccctggggcacatacaagaggagtcttccttatcagttaagtgctgtatgacactatgtattggcccattggctaaaagcccaacttgadaaatggaagatagaatccttgcatActAAAAAGGaGcGGaccgaaagggaag ctggtgagcaacgacagattcttacgtgcattagctcgcttccggggatctaatagcaggaagcttActAAAAAGGaGcGGa Agaagaaaggttggg ..|..|||. CAAtAAAACGGCGGG

# Challenge Problem

- Find a motif in a sample of
  - 20 "random" sequences (e.g. 600 nt long)
  - each sequence containing an implanted pattern of length 15,
  - each pattern appearing with 4 mismatches as (15,4)-motif.

# Combinatorial Gene Regulation

 A microarray experiment showed that when gene X is knocked out, 20 other genes are not expressed

How can one gene have such drastic effects?

# Regulatory Proteins

- Gene X encodes regulatory protein, a.k.a. a transcription factor (TF)
- The 20 unexpressed genes rely on gene X's TF to induce transcription
- A single TF may regulate multiple genes

# Regulatory Regions

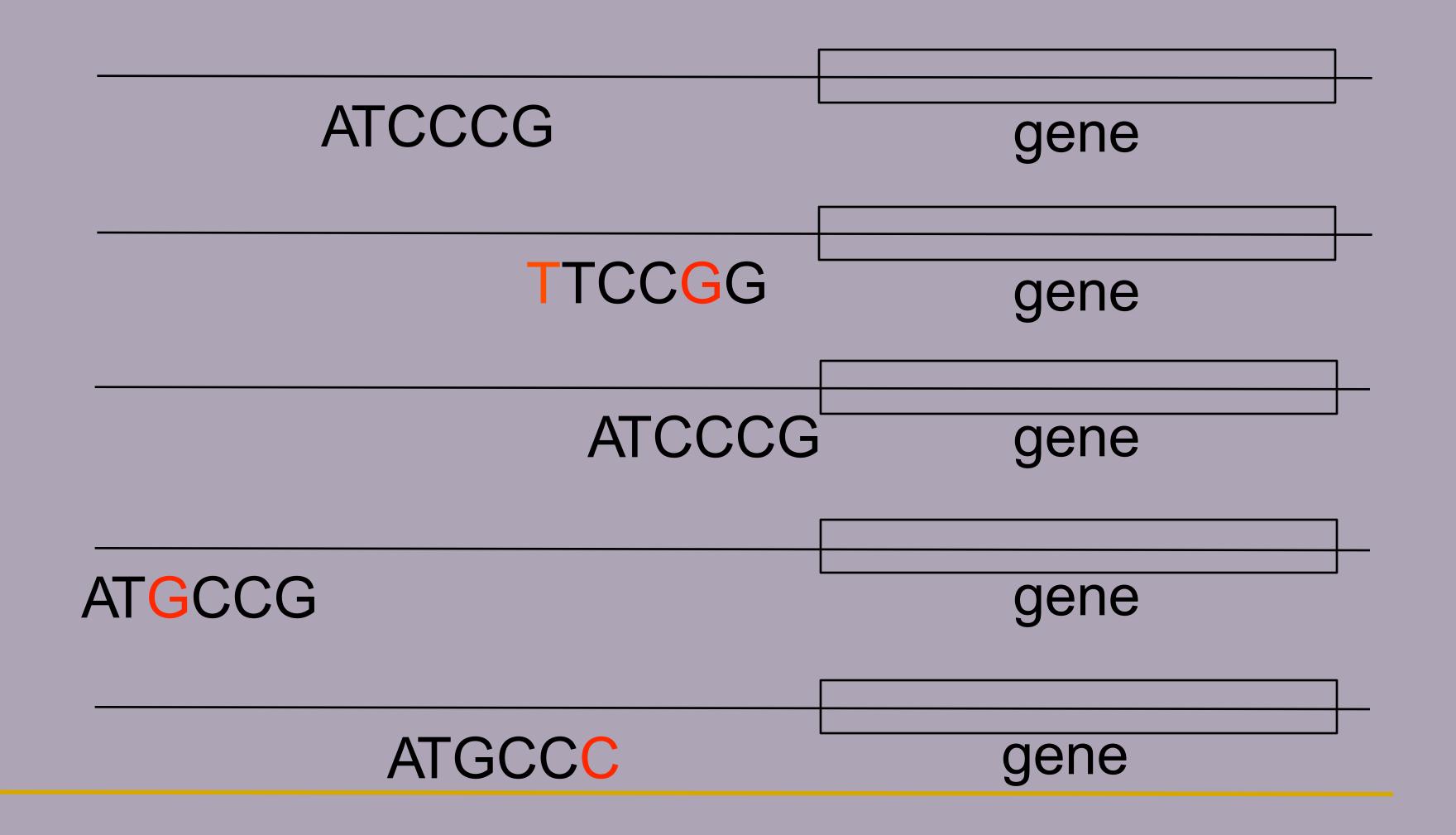
- Every gene contains a regulatory region (RR) typically stretching 100-1000 bp upstream of the transcriptional start site
- Located within the RR are the *Transcription Factor Binding Sites* (TFBS), also known as *motifs*, specific for a given transcription factor
- TFs influence gene expression by binding to a specific location in the respective gene's regulatory region TFBS

## Transcription Factor Binding Sites

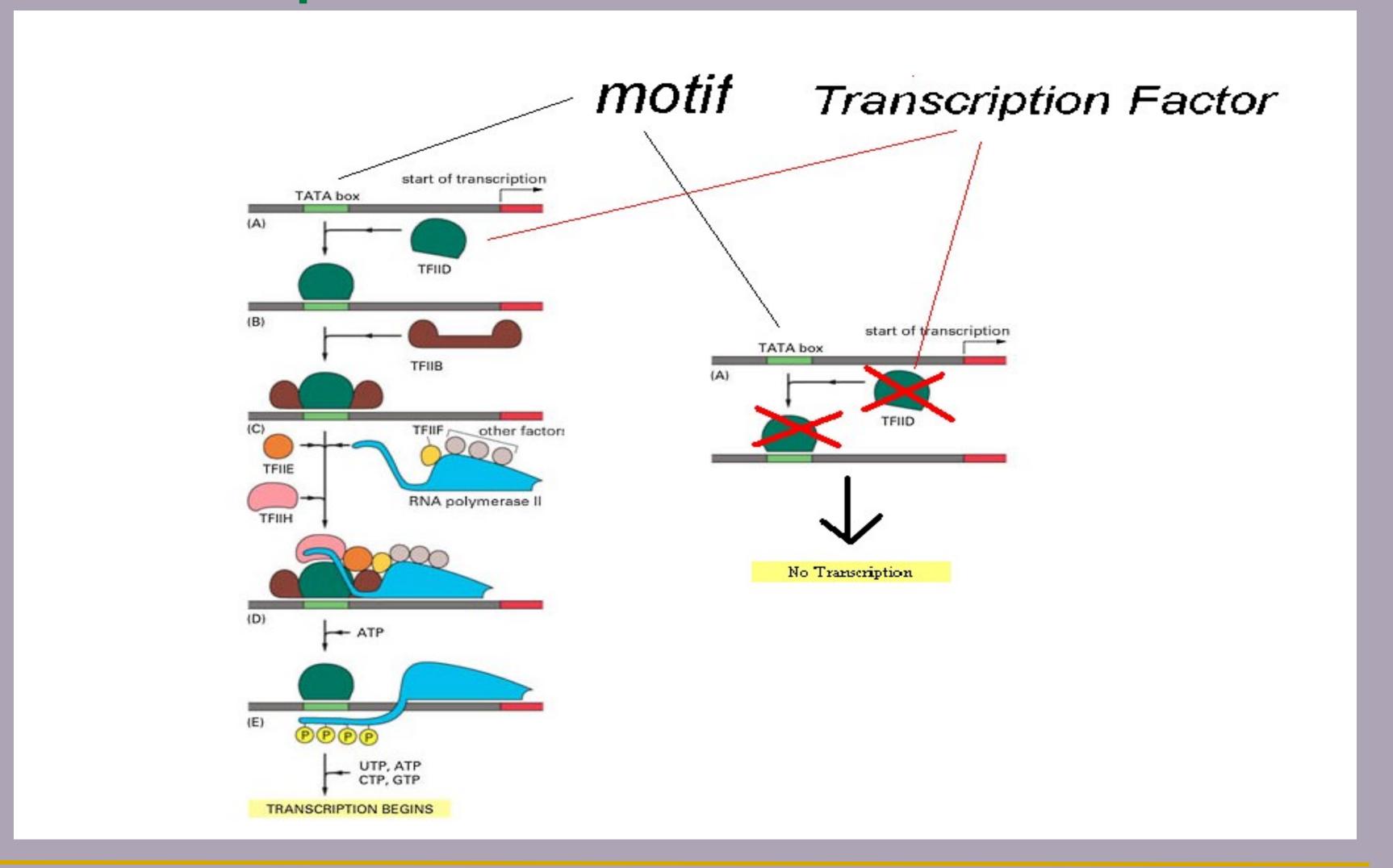
 A TFBS can be located anywhere within the Regulatory Region.

TFBS may vary slightly across different regulatory regions since non-essential bases could mutate

## Motifs and Transcriptional Start Sites



# Transcription Factors and Motifs

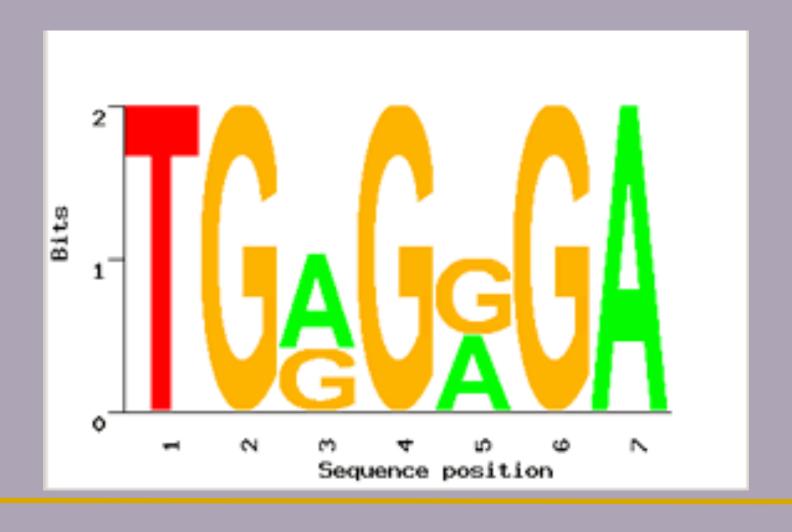


An

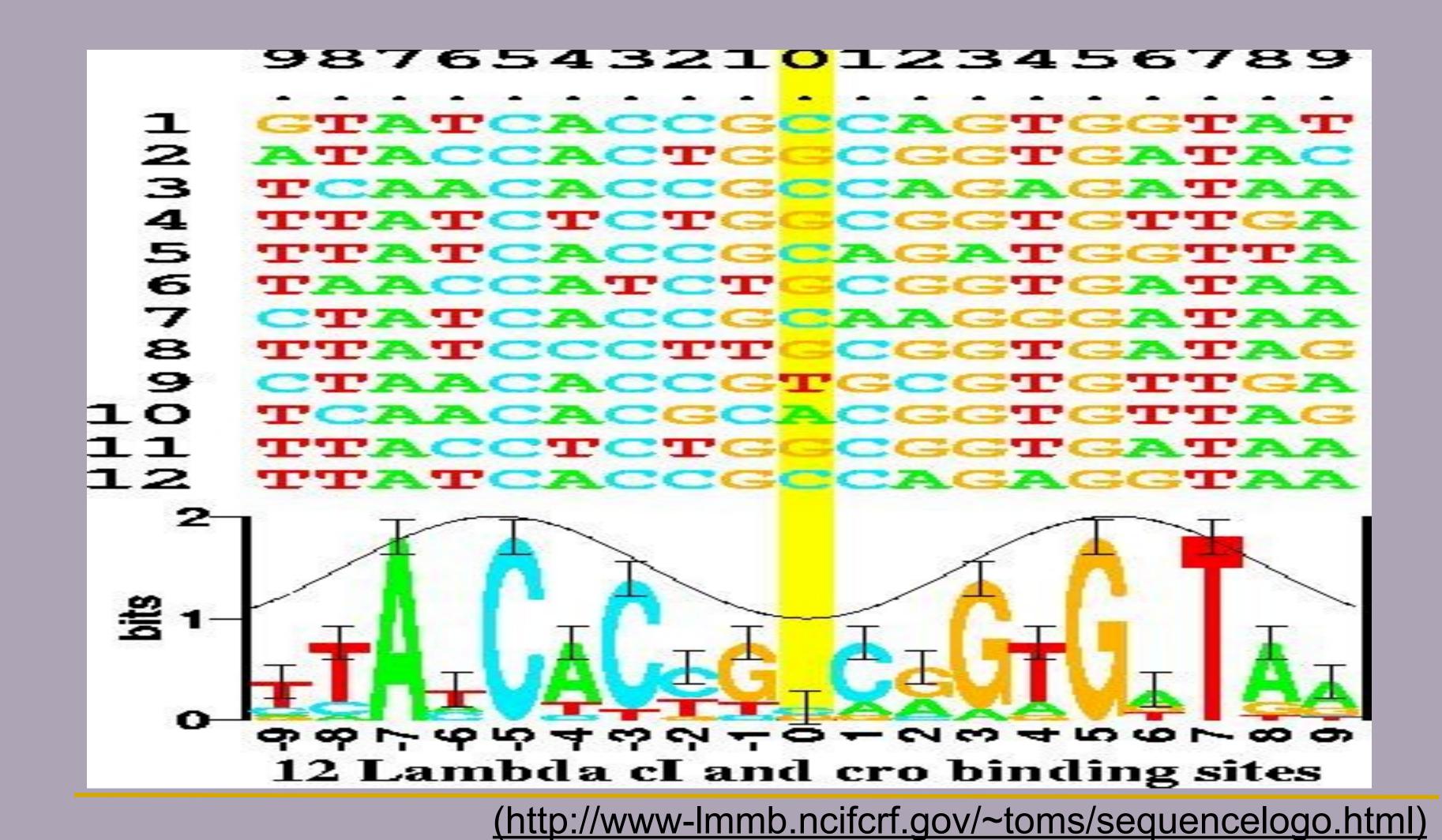
Motif Logo

- Motifs can mutate on non important bases
- The five motifs in five different genes have mutations in position 3 and 5
- Representations called motif logos illustrate the conserved and variable regions of a motif

TGGGGGA
TGAGAGA
TGAGGGA
TGAGGGA



# Motif Logos: An Example



# Identifying Motifs

- Genes are turned on or off by regulatory proteins
- These proteins bind to upstream regulatory regions of genes to either attract or block an RNA polymerase
- Regulatory protein (TF) binds to a short DNA sequence called a motif (TFBS)
- So finding the same motif in multiple genes' regulatory regions suggests a regulatory relationship amongst those genes

# Identifying Motifs: Complications

We do not know the motif sequence

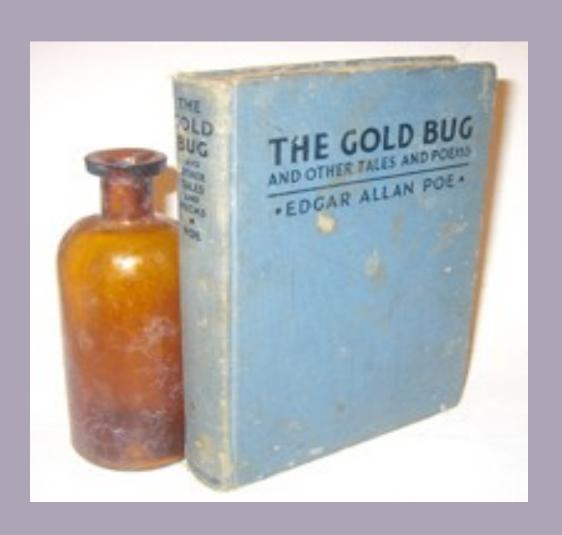
 We do not know where it is located relative to the genes start

Motifs can differ slightly from one gene to the next

How to discern it from "random" motifs?

# A Motif Finding Analogy





- The Motif Finding Problem is similar to the problem posed by Edgar Allan Poe (1809)
  - 1849) in his Gold Bug story

# The Gold Bug Problem

Given a secret message:

```
53++!305))6*;4826)4+.)4+);806*;48!8`60))85;]8*:+*8!83 (88)5*!;
46(;88*96*?;8)*+(;485);5*!2:*+(;4956*2(5*-4)8`8*;
4069285);)6
!8)4++;1(+9;48081;8:8+1;48!85;4)485!528806*81(+9;48; (88;4(+?348)4+;161;:188;+?;
```

 Decipher the message encrypted in the fragment

# Hints for The Gold Bug Problem

- Additional hints:
  - The encrypted message is in English
  - Each symbol correspond to one letter in the English alphabet
  - No punctuation marks are encoded

## The Gold Bug Problem: Symbol Counts

- Naive approach to solving the problem:
  - Count the frequency of each symbol in the encrypted message
  - Find the frequency of each letter in the alphabet in the English language
  - Compare the frequencies of the previous steps, try to find a correlation and map the symbols to a letter in the alphabet

### Symbol Frequencies in the Gold Bug Message

Gold Bug Message:

Symbol	8	,	4	)	+	*	5	6	(	!	1	0	2	9	3	:	?		-	]	
Frequency	34	25	19	16	15	14	12	11	9	8	7	6	5	5	4	4	3	2	1	1	1

English Language:

etaoinsrhldcumfpgwybvkxjqz

Most frequent \_\_\_\_\_ Least frequent

#### The Gold Bug Message Decoding: First Attempt

By simply mapping the most frequent symbols to the most frequent letters of the alphabet:

sfiilfcsoorntaeuroaikoaiotecrntaeleyrcooestvenpinelefheeosnlt arhteenmrnwteonihtaesotsnlupnihtamsrnuhsnbaoeyentacrmuesotorl eoaiitdhimtaecedtepeidtaelestaoaeslsueecrnedhimtaetheetahiwfa taeoaitdrdtpdeetiwt

The result does not make sense

## The Gold Bug Problem: I-tuple count

- A better approach:
  - Examine frequencies of *I*-tuples, combinations of 2 symbols, 3 symbols, etc.
  - "The" is the most frequent 3-tuple in English and ";48" is the most frequent 3-tuple in tuple in the encrypted text
  - Make inferences of unknown symbols by examining other frequent *I*-tuples

## The Gold Bug Problem: the ;48 clue

 Mapping "the" to ";48" and substituting all occurrences of the symbols:

```
53++!305))6*the26)h+.)h+)te06*the!e`60))e5t]e*:+*e!e3(ee)5*!t
h6(tee*96*?te)*+(the5)t5*!2:*+(th956*2(5*h)e`e*th0692e5)t)6!e
)h++t1(+9the0e1te:e+1the!e5th)he5!52ee06*e1(+9thet(eeth(+?3hthe))h+t161t:1eet+?t
```

#### The Gold Bug Message Decoding: Second Attempt

• Make inferences:

```
53++!305))6*the26)h+.)h+)te06*the!e`60))e5t]e*:+*e!e3(ee)5*!th6(tee*96*?te)*+(the5)t5*!2:*+(th956*2(5*h)e`e*th0692e5)t)6!e
)h++t1(+9the0e1te:e+1the!e5th)he5!52ee06*e1(+9thet(eeth(+?3hthe)h+t161t:1eet+?t
```

- "thet(ee" most likely means "the tree"
  - Infer "(" = "r"
- "th(+?3h" becomes "thr+?3h"
- · Can we guess "+" and "?"?

## The Gold Bug Problem: The Solution

 After figuring out all the mappings, the final message is:

AGOODGLASSINTHEBISHOPSHOSTELINTHEDEVILSSEATWENYONEDEGRE ESANDTHIRTEENMINUTESNORTHEASTANDBYNORTHMAINBRANCHSEVENT HLIMBEASTSIDESHOOTFROMTHELEFTEYEOFTHEDEATHSHEADABEELINE FROMTHETREETHROUGHTHESHOTFIFTYFEETOUT

# The Solution (cont'd)

#### Punctuation is important:

A GOOD GLASS IN THE BISHOP'S HOSTEL IN THE DEVIL'S SEA,
TWENY ONE DEGREES AND THIRTEEN MINUTES NORTHEAST AND BY NORTH,
MAIN BRANCH SEVENTH LIMB, EAST SIDE, SHOOT FROM THE LEFT EYE OF
THE DEATH'S HEAD A BEE LINE FROM THE TREE THROUGH THE SHOT,
FIFTY FEET OUT.

# Solving the Gold Bug Problem

• Prerequisites to solve the problem:

- Need to know the relative frequencies of single letters, and combinations of two and three letters in English
- Knowledge of all the words in the English dictionary is highly desired to make accurate inferences

#### Motif Finding and The Gold Bug Problem: Similarities

- Nucleotides in motifs encode for a message in the "genetic" language. Symbols in "The Gold Bug" encode for a message in English
- In order to solve the problem, we analyze the frequencies of patterns in DNA/Gold Bug message.
- Knowledge of established regulatory motifs makes the Motif Finding problem simpler. Knowledge of the words in the English dictionary helps to solve the Gold Bug problem.

# Similarities (cont'd)

#### Motif Finding:

- In order to solve the problem, we analyze the frequencies of patterns in the nucleotide sequences
- In order to solve the problem, we analyze the frequencies of patterns in the nucleotide sequences

#### Gold Bug Problem:

 In order to solve the problem, we analyze the frequencies of patterns in the text written in English

# Similarities (cont'd)

### Motif Finding:

 Knowledge of established motifs reduces the complexity of the problem

#### Gold Bug Problem:

 Knowledge of the words in the dictionary is highly desirable

#### Motif Finding and The Gold Bug Problem: Differences

#### Motif Finding is harder than Gold Bug problem:

- We don't have the complete dictionary of motifs
- The "genetic" language does not have a standard "grammar"
- Only a small fraction of nucleotide sequences encode for motifs; the size of data is enormous

# The Motif Finding Problem

• Given a random sample of DNA sequences:

Find the pattern that is "implanted" in each of the individual sequences, namely, the motif

• Additional information:

 The hidden sequence is (for example) of length 8

 The pattern is not exactly the same in each array because random point mutations may occur in the sequences

The patterns revealed with no mutations:

Consensus String

#### The patterns with 2 point mutations:

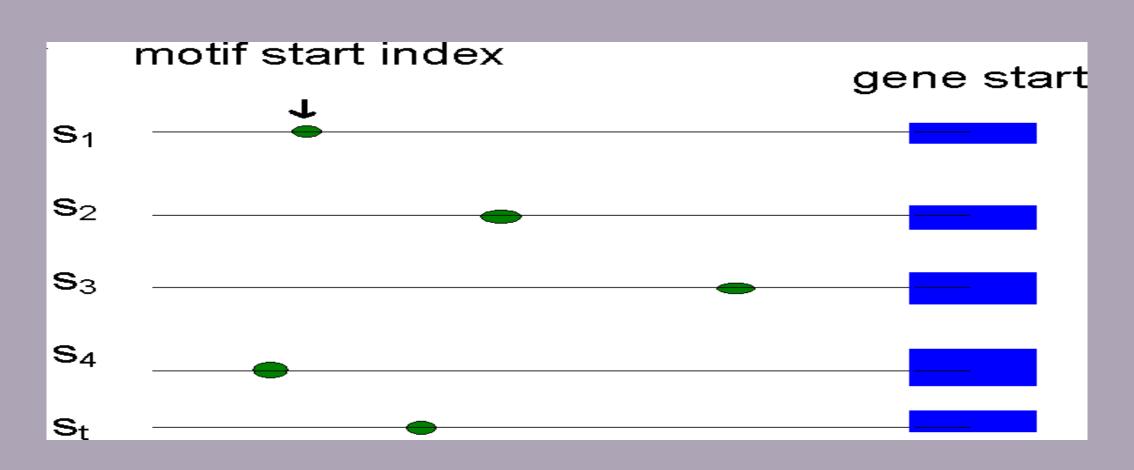
 $cctgatagacgctatctggctatcc\underline{a}\underline{G}\underline{g}\underline{tacTt}\underline{a}ggtcctctgtgcgaatctatgcgtttccaaccat$   $agtactggtgtacatttgat\underline{CcAtacgt}\underline{a}caccggcaacctgaaacaaacgctcagaaccagaagtgc$   $aa\underline{acgtTAgt}\underline{g}caccctctttcttcgtggctctggccaacgagggctgatgtataagacgaaaatttt$   $agcctccgatgtaagtcatagctgtaactattacctgccacccctattacatctt\underline{acgtCcAt}\underline{a}taca$  ctgttatacaacgcgtcatggcggggtatgcgttttggtcgtcgtacgctcgatcgttaCcgtacgGc

The patterns with 2 point mutations:

Can we still find the motif, now that we have 2 mutations?

## Defining Motifs

- To define a motif, lets say we know where the motif starts in the sequence
- The motif start positions in their sequences can be represented as  $\mathbf{s} = (s_1, s_2, s_3, ..., s_t)$



#### Motifs: Profiles and Consensus



Line up the patterns by their start indexes

$$s = (s_1, s_2, ..., s_t)$$

 Construct matrix profile with frequencies of each nucleotide in columns

Consensus A C G T A C G T

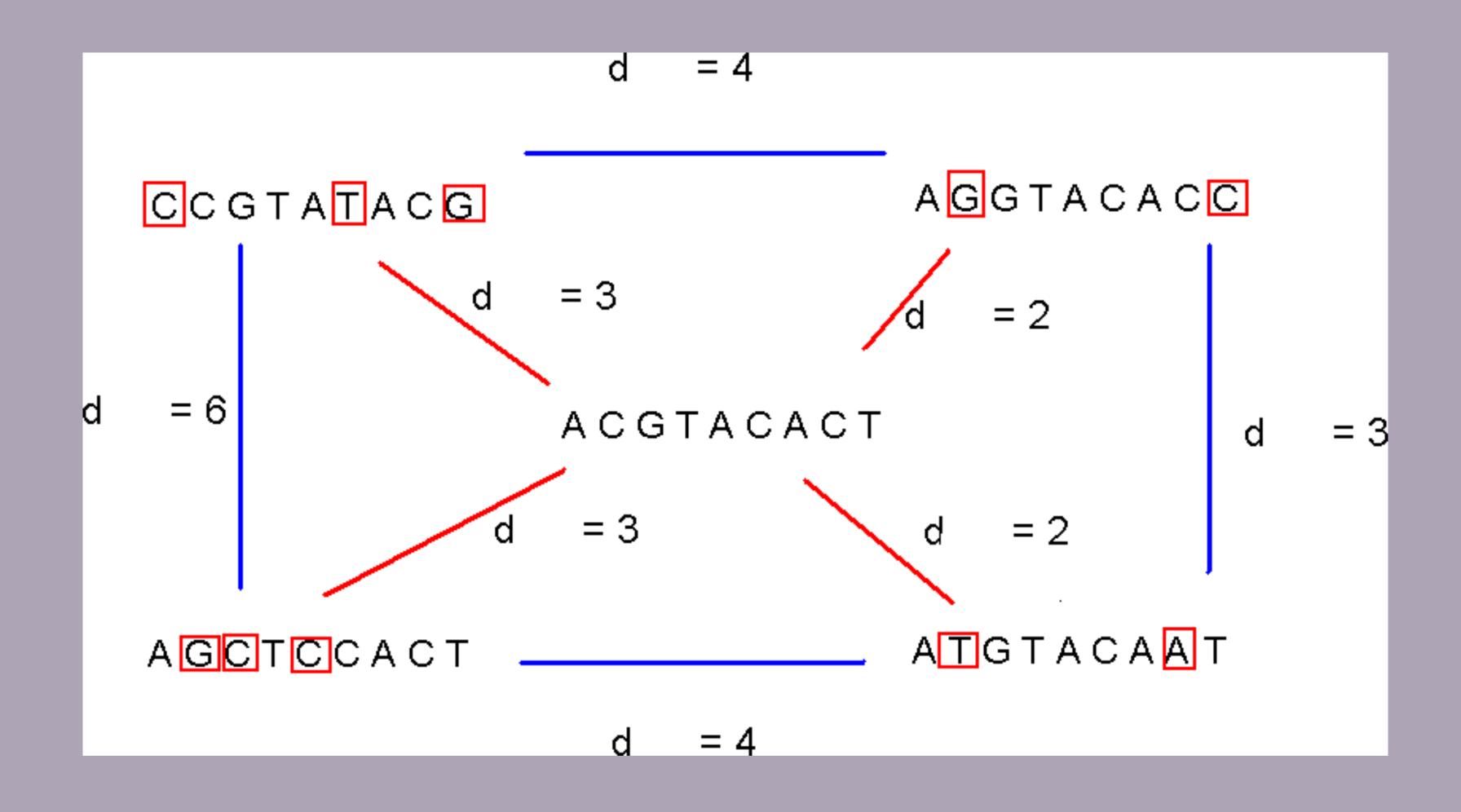
 Consensus nucleotide in each position has the highest score in column

#### Consensus

 Think of consensus as an "ancestor" motif, from which mutated motifs emerged

 The distance between a real motif and the consensus sequence is generally less than that for two real motifs

#### Consensus (cont'd)



## **Evaluating Motifs**

 We have a guess about the consensus sequence, but how "good" is this consensus?

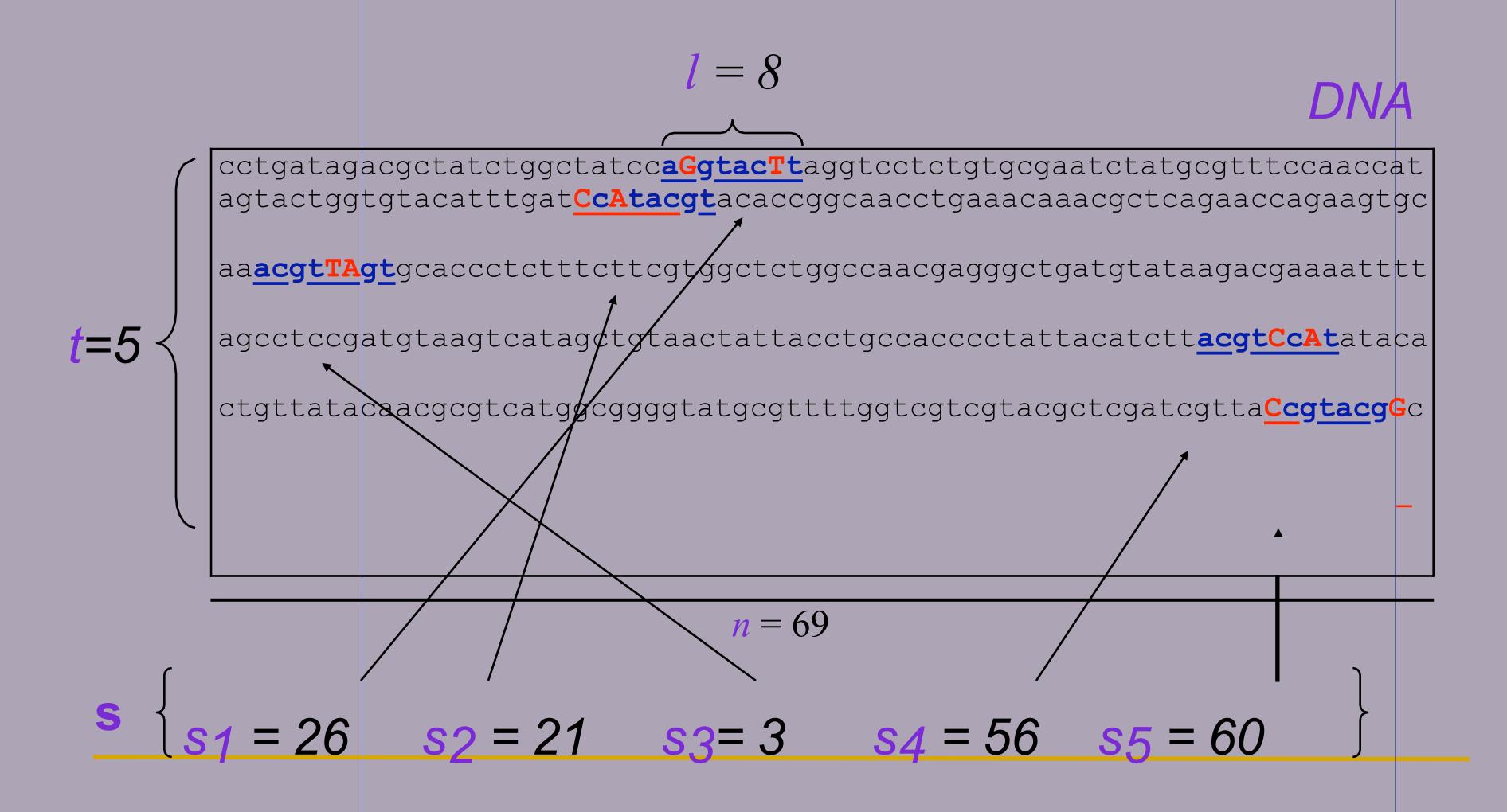
 Need to introduce a scoring function to compare different guesses and choose the "best" one.

#### Defining Some Terms

- t number of sample DNA sequences
- n length of each DNA sequence
- DNA sample of DNA sequences (t x n array)

- length of the motif (I-mer)
- $s_i$  starting position of an I-mer in sequence i array of motif's starting positions

#### Parameters



## Scoring Motifs

```
• Given s = (s1, \dots st) and DNA:

Score(s,DNA) = \sum_{l} \min_{s \in S} \sum_{count(k, i)} count(k, i)
```

```
a G g t a c T t
        CcAtacgt
        CcgtacgG
        0 1 4 0 0 0 3 1
        0 0 0 5 1 0 1 4
Consensus a c g t a c g t
   Score 3+4+4+5+3+4+3+4=30
```

# The Motif Finding Problem

- If starting positions **s**=(*s*<sub>1</sub>, *s*<sub>2</sub>,... *s*<sub>t</sub>) are given, finding consensus is easy even with mutations in the sequences because we can simply construct the profile to find the motif (consensus)
- But... the starting positions s are usually not given. How can we find the "best" profile matrix?

#### The Motif Finding Problem: Formulation

- Goal: Given a set of DNA sequences, find a set of l-mers, one from each sequence, that maximizes the consensus score
- Input: A t x n matrix of DNA, and I, the length of the pattern to find
- Output: An array of t starting positions
   s = (s<sub>1</sub>, s<sub>2</sub>, ... s<sub>t</sub>) maximizing Score(s,DNA)

#### The Motif Finding Problem: Brute Force Solution

- Compute the scores for each possible combination of starting positions s
- The best score will determine the best profile and the consensus pattern in DNA
- The goal is to maximize Score(s, DNA) by varying the starting positions si, where:

$$s_i = [1, ..., n-l+1]$$
  
 $i = [1, ..., t]$ 

#### BruteForceMotifSearch

```
BruteForceMotifSearch(DNA, t, n, I)
    bestScore <- 0
3.
    for each s=(s_1,s_2, ..., s_t) from (1,1...1)
                 to (n-1+1, ..., n-1+1)
    if (Score(s,DNA) > bestScore)
      bestScore <- score(s, DNA)
6.
      bestMotif <- (s1,s2,..., st)
    return bestMotif
```

#### Running Time of BruteForceMotifSearch

- Varying (n l + 1) positions in each of t sequences, we're looking at  $(n l + 1)^t$  sets of starting positions
- For each set of starting positions, the scoring function makes I operations, so complexity is

$$| (n - 1 + 1)^t = O(| n^t)$$

That means that for t = 8, n = 1000, l = 10 we

must perform approximately 10<sup>20</sup> computations – it will take billions years

# The Median String Problem

 Given a set of t DNA sequences find a pattern that appears in all t sequences with the minimum number of mutations

This pattern will be the motif

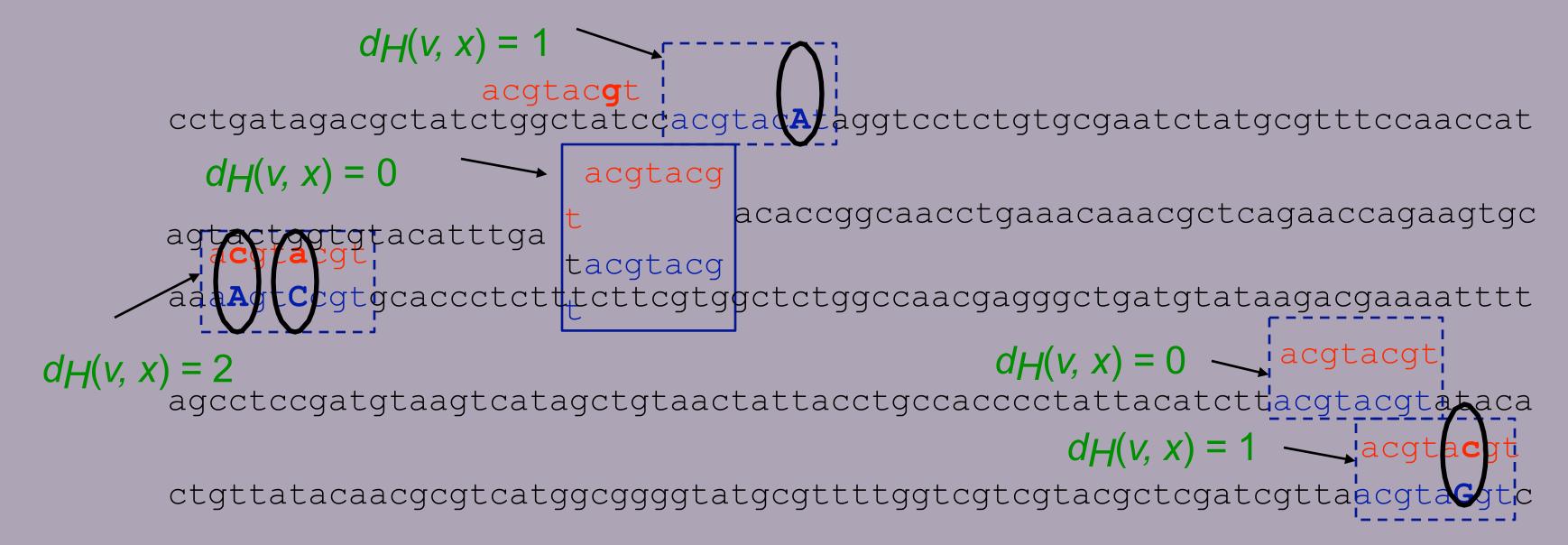
## Hamming Distance

- Hamming distance:
  - \* dH(v,w) is the number of nucleotide pairs that do not match when v and w are aligned. For example:

$$dH(AAAAAA,ACAAAC) = 2$$

#### Total Distance: Example

• Given v = "acgtacgt" and s



v is the sequence in red, x is the sequence in blue

TotalDistance(v,DNA) = 1+0+2+0+1 = 4

#### Total Distance: Definition

For each DNA sequence i, compute all dH(v, x), where x is an I-mer with starting position  $s_i$ 

$$(1 \le s_i \le n - l + 1)$$

- Find minimum of  $d_{H}(\mathbf{v}, \mathbf{x})$  among all I-mers in sequence  $\mathbf{i}$ 
  - TotalDistance(v,DNA) is the sum of the minimum Hamming distances for each DNA sequence i
- TotalDistance(v,DNA) =  $min_s dH(v, s)$ , where s is

#### The Median String Problem: Formulation

- Goal: Given a set of DNA sequences, find a median string
- Input: A t x n matrix DNA, and I, the length of the pattern to find
- Output: A string v of I nucleotides that minimizes TotalDistance(v,DNA) over all strings of that length

### Median String Search Algorithm

- 1. MedianStringSearch (DNA, t, n, I)
- 2. bestWord <- AAA...A
- 3. bestDistance <-∞
- for each I-mer s from AAA...A to TTT...T if TotalDistance(s,DNA) < bestDistance
- bestDistance<-TotalDistance(s,DNA)
- 6 bestWord <- s
- 7. return bestWord

#### Motif Finding Problem == Median String Problem

- The Motif Finding is a maximization problem while Median String is a minimization problem
- However, the Motif Finding problem and Median
   String problem are computationally equivalent
- Need to show that minimizing TotalDistance is equivalent to maximizing Score

#### We are looking for the same thing

At any column i a Gg tac Tt C c A t a c g t Alignment acg t T A gt Scorei + TotalDistancei = t acg t C c A t C cg tacgG ) Because there are I columns Score + TotalDistance = | \* t Profile 0 0 0 5 1 0 1 4 Rearranging: Score = | \* t - TotalDistance acqtacqt Consensus

Score

3+4+4+5+3+4+3+4

of the right side is equivalent to

*TotalDistance* 2+1+1+0+2+1+2+1

the maximization of the left side

# Motif Finding Problem vs. Median String Problem

- Why bother reformulating the Motif Finding problem into the Median String problem?
  - The Motif Finding Problem needs to examine all the combinations for s. That is
    - $(n 1 + 1)^t$  combinations!!!
  - The Median String Problem needs to
  - examine all 41 combinations for v. This

#### Motif Finding: Improving the Running Time

#### Recall the BruteForceMotifSearch:

# Structuring the Search

How can we perform the line

```
for each s=(s_1,s_2,\ldots,s_t) from (1,1\ldots 1) to (n-l+1,\ldots,n-l+1)?
```

- We need a method for efficiently structuring and navigating the many possible motifs
- This is not very different than exploring all tdigit numbers

#### Median String: Improving the Running Time

- 1. MedianStringSearch (DNA, t, n, I)
- 2. bestWord \( \mathbb{G} \) AAA...A
- 3. bestDistance ß ∞
- for each I-mer s from AAA...A to TTT...T if TotalDistance(s,DNA) < bestDistance
- 5. bestDistance&TotalDistance(s,DNA)
- 6 bestWord B s
- 7. return bestWord

## Structuring the Search

For the Median String Problem we need to consider

```
all 4<sup>I</sup> possible I-mers:

aa... aa aa... ac
aa... ag aa... at

tt... tt
```

How to organize this search?

#### Alternative Representation of the Search Space

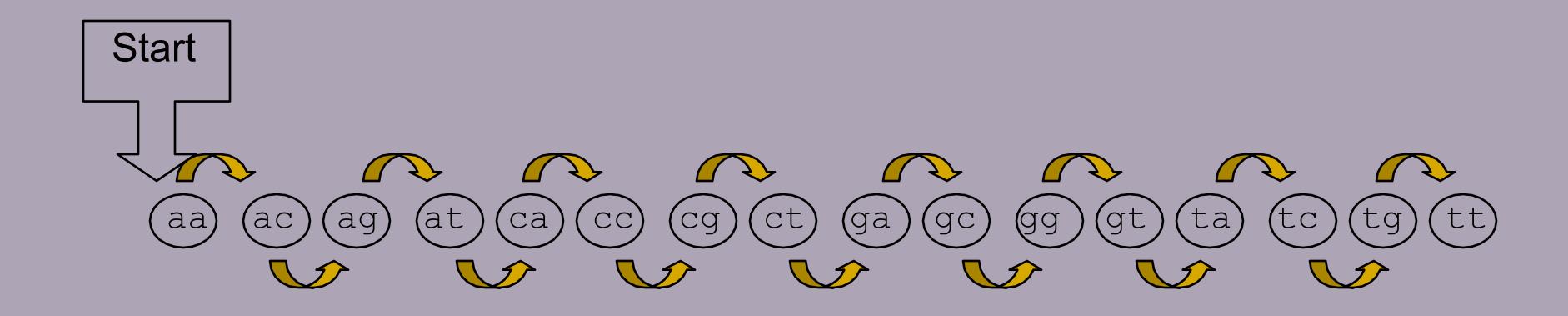
- Let A = 1, C = 2, G = 3, T = 4
- Then the sequences from AA...A to TT...Tbecome:

```
11...11
11...12
11...13
11...14
•
```

Notice that the sequences above simply list all numbers as if we were counting on base 4 without using 0 as a digit

#### Linked List

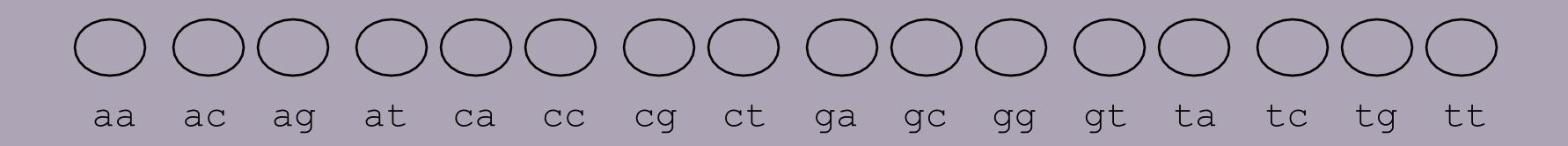
Suppose I = 2



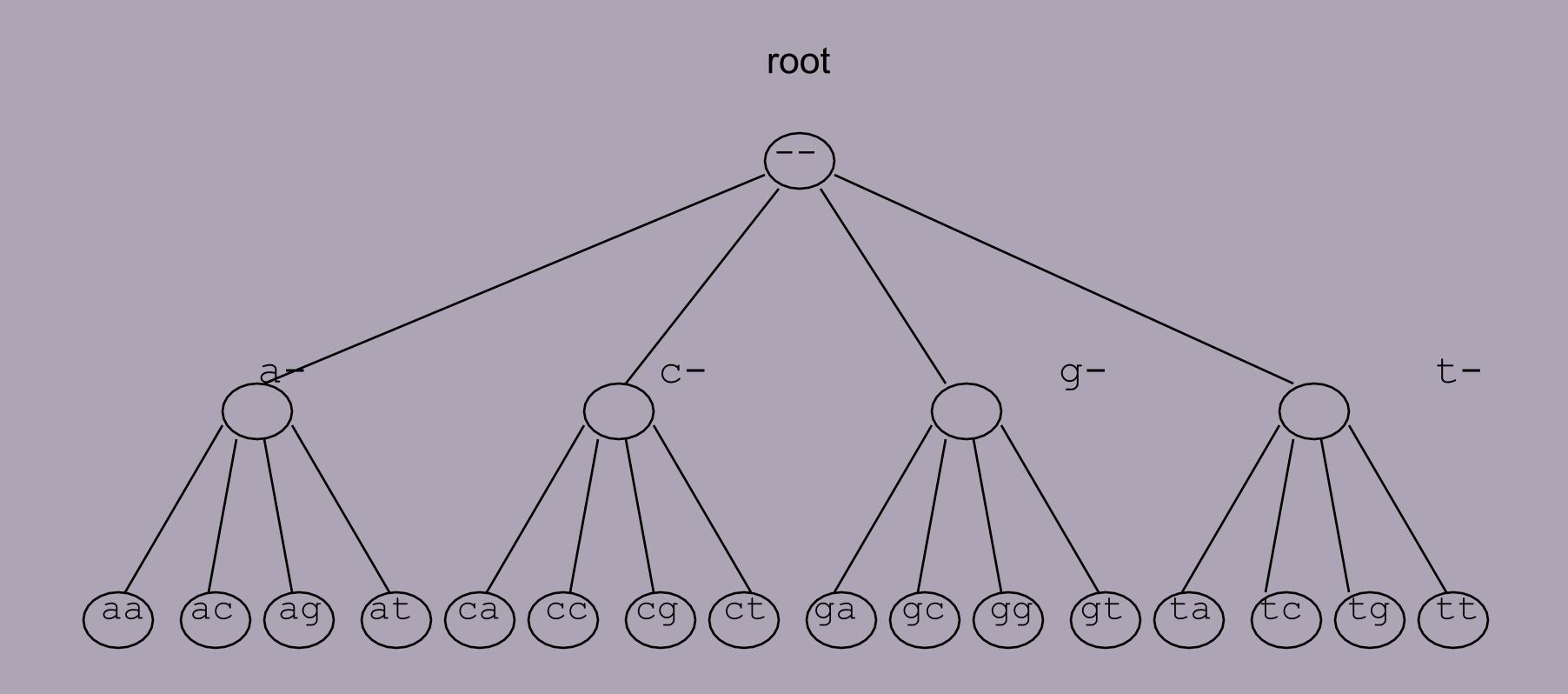
 Need to visit all the predecessors of a sequence before visiting the sequence itself

# Linked List (cont'd)

- Linked list is not the most efficient data structure for motif finding
- Let's try grouping the sequences by their prefixes



# Search Tree



#### Analyzing Search Trees

- Characteristics of the search trees:
  - The sequences are contained in its leaves
  - The parent of a node is the prefix of its children
- How can we move through the tree?

## Moving through the Search Trees

- Four common moves in a search tree that we are about to explore:
  - Move to the next leaf
  - Visit all the leaves
  - Visit the next node
  - Bypass the children of a node

#### Visit the Next Leaf

Given a current leaf a, we need to compute the "next" leaf:

```
NextLeaf(a,L,k)
                             // a : the array of digits
3.
                             // L: length of the array
    for i ß L to 1
4.
                             // k : max digit value
      if a_i < k
5.
       a_i \mathbb{S} a_i + 1
6.
          return a
8.
    return a
```

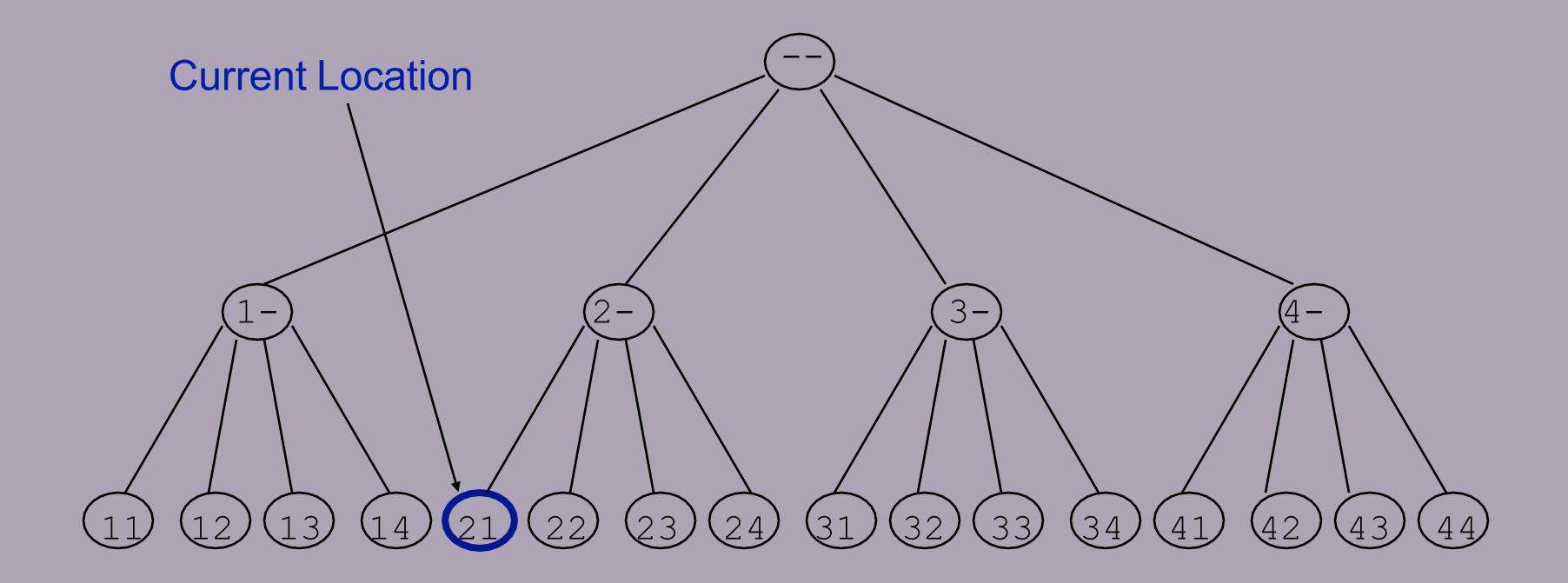
### NextLeaf (cont'd)

- The algorithm is common addition in radix k:
- Increment the least significant digit

"Carry the one" to the next digit position when the digit is at maximal value

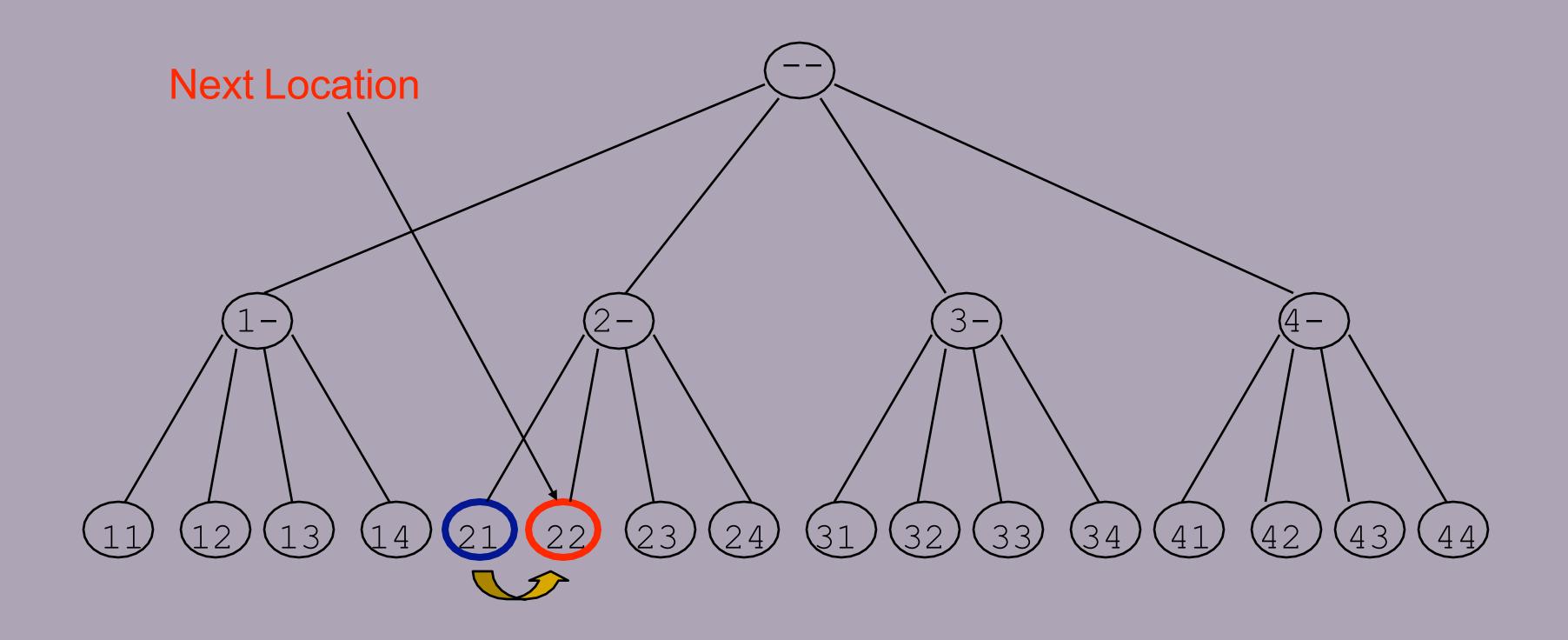
# NextLeaf: Example

• Moving to the next leaf:



# NextLeaf: Example (cont'd)

Moving to the next leaf:



#### Visit All Leaves

Printing all permutations in ascending order:

```
AllLeaves(L,k) // L: length of the sequence

a ß (1,...,1) // k: max digit value

while forever // a : array of digits

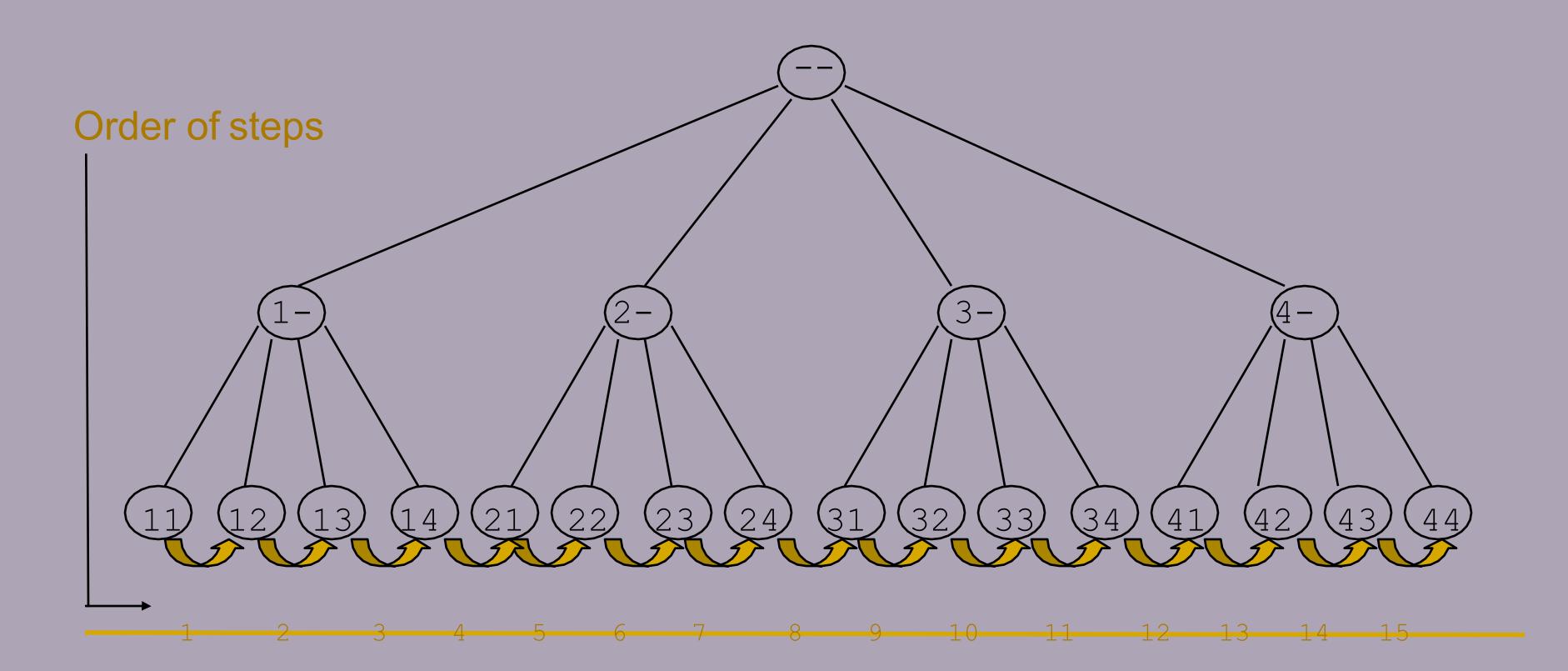
output a

Results if a = (1,...,1)

return
```

## Visit All Leaves: Example

Moving through all the leaves in order:



### Depth First Search

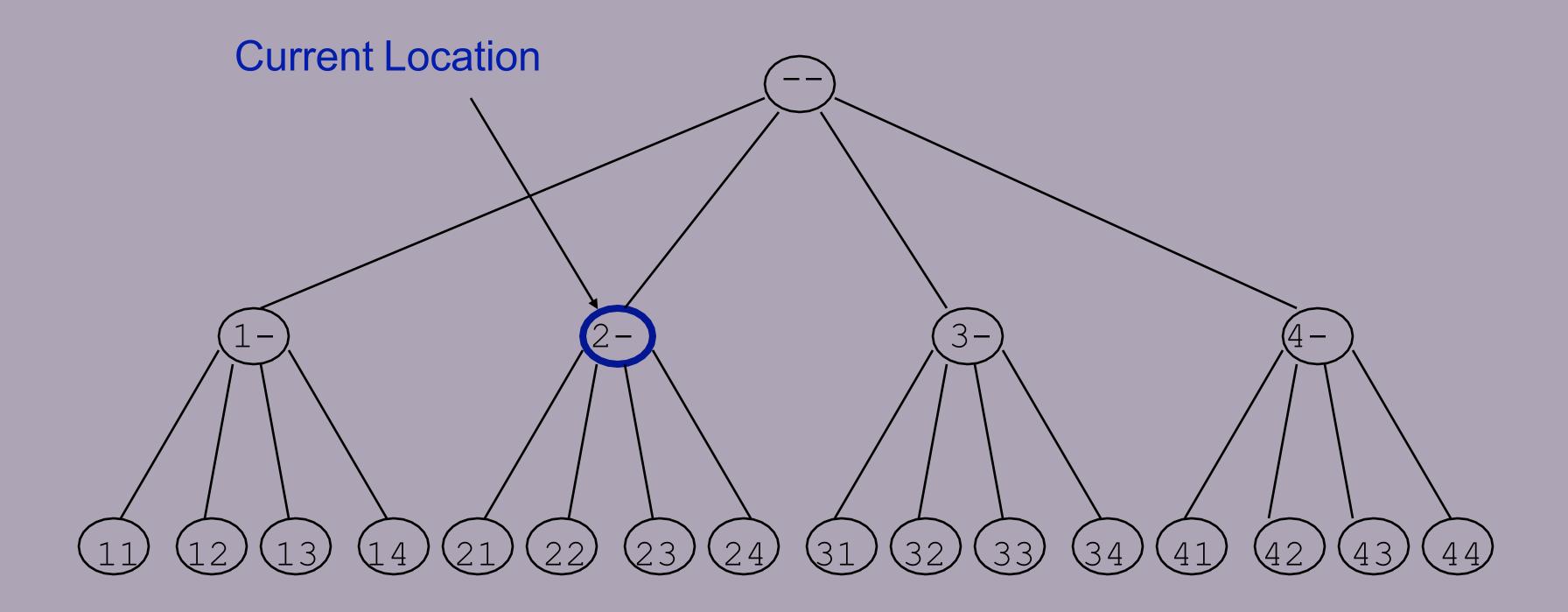
- So we can search leaves
- How about searching all vertices of the tree?
- We can do this with a depth first search

#### Visit the Next Vertex

```
NextVertex(a,i,L,k) // a : the array of digits
     if i < L
2.
                           // i : prefix length
                            // L: max length
3.
     a_{j+1} R 1
                            // k : max digit value
4.
      return (a,i+1)
5.
     else
6.
     for j \beta I to 1
      if a_j < k
       aj ß aj +1
9.
10.
       return(a,j)
     return(a,0)
```

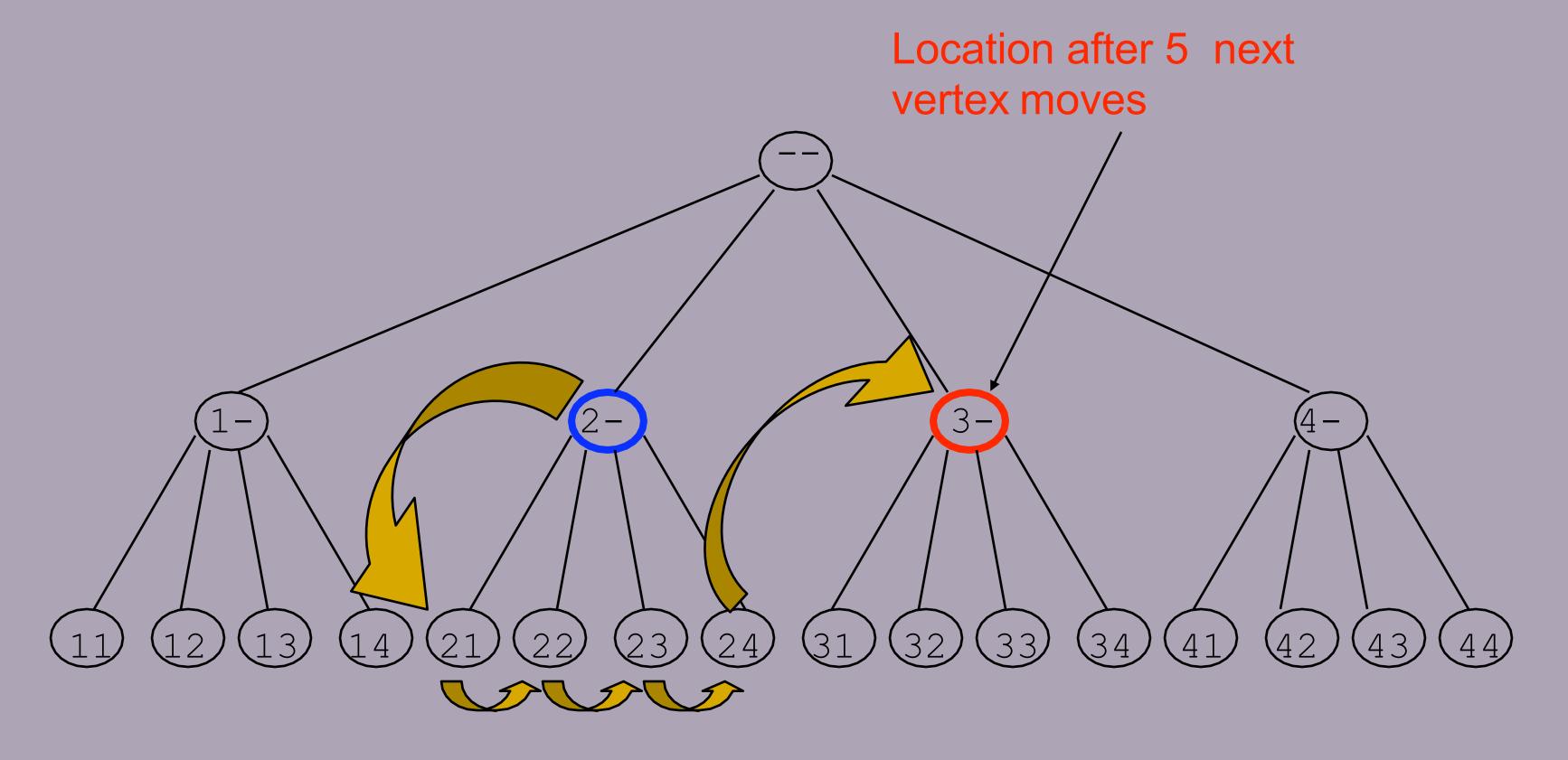
# Example

Moving to the next vertex:



# Example

Moving to the next vertices:



# Bypass Move

 Given a prefix (internal vertex), find next vertex after skipping all its children

```
Bypass(a,i,L,k) // a: array of digits

for j \& i to 1 // i: prefix length

if aj < k // L: maximum length

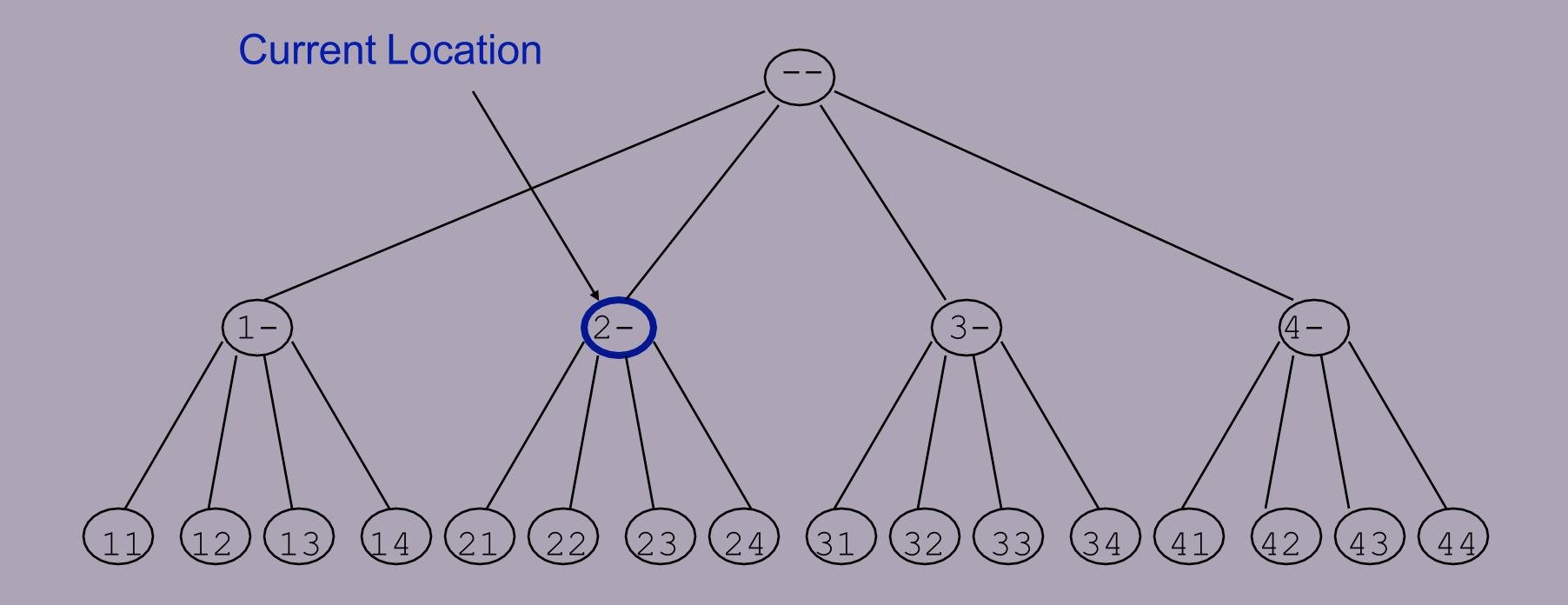
aj \& aj + 1 // k: max digit value

return(a,j)

return(a,0)
```

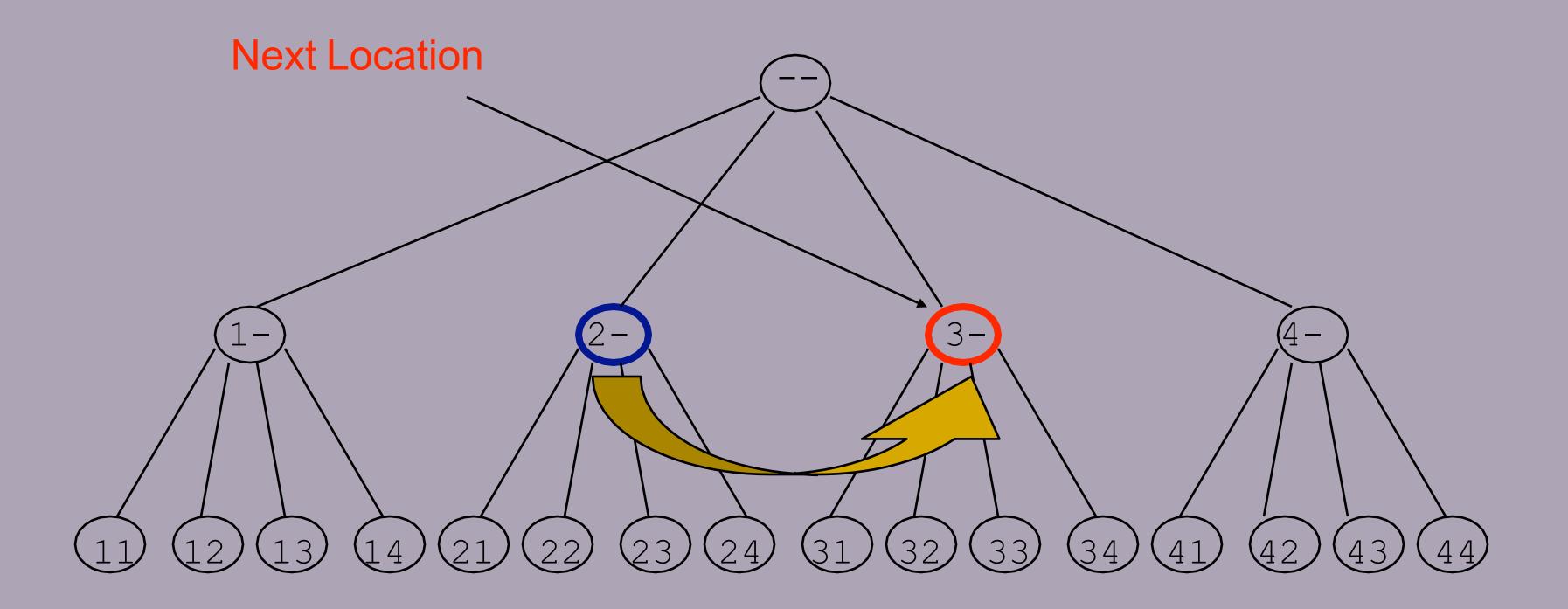
## Bypass Move: Example

Bypassing the descendants of "2-":



# Example

Bypassing the descendants of "2-":



### Revisiting Brute Force Search

 Now that we have method for navigating the tree, lets look again at BruteForceMotifSearch

## Brute Force Search Again

```
BruteForceMotifSearchAgain(DNA, t, n, I)
     s ß (1,1,..., 1)
     bestScore & Score(s,DNA)
4.
     while forever
5.
6.
      s \Re \text{NextLeaf}(s, t, n-1+1)
      if (Score(s,DNA) > bestScore)
         bestScore & Score(s, DNA)
8.
9.
         bestMotif \(\mathbb{G}\) ($1,$2,..., $t)
10.
     return bestMotif
```

#### Can We Do Better?

```
Sets of s=(s_1, s_2, ..., s_t) may have a weak profile for the first i positions (s_1, s_2, ..., s_i)
```

Every row of alignment may add at most I to Score Optimism:

if all subsequent (t-i) positions  $(s_{i+1}, ..., s_{t})$  add

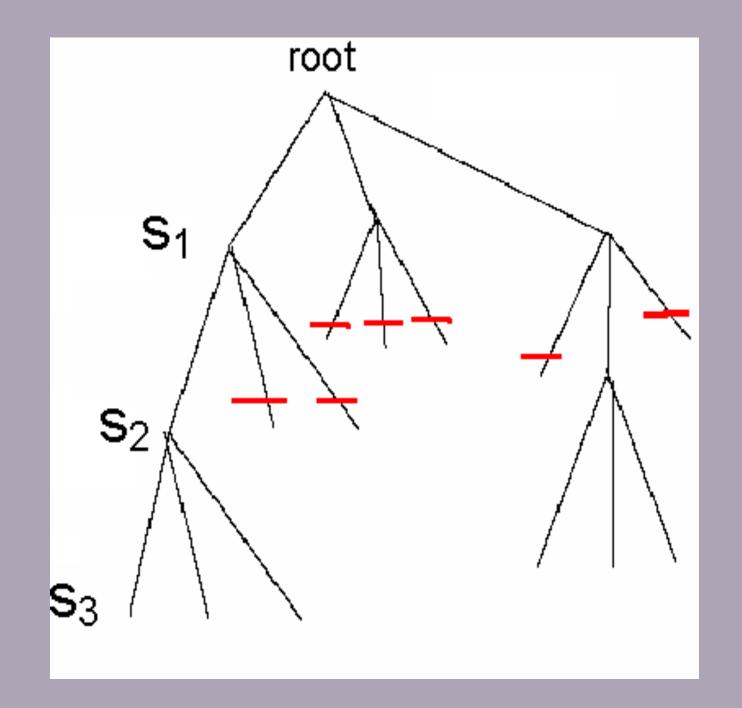
(t-i)\*I to Score(s,i,DNA)

#### Use ByPass()

If Score(s,i,DNA) + (t-i)\*I < BestScore, it makes no sense to search in vertices of the current subtree

#### Branch and Bound Algorithm for Motif Search

- Since each level of the tree goes deeper into search, discarding a prefix discards all following branches
- This saves us from looking at  $(n 1 + 1)^{t-i}$  leaves
  - Use NextVertex() and ByPass() to navigate the tree



#### Pseudocode for Branch and Bound Motif Search

```
BranchAndBoundMotifSearch(DNA,t,n,I)
     s ß (1,...,1)
     bestScore B 0
     i ß 1
     while i > 0
6.
     if i < t
        optimisticScore ß Score(s, i, DNA) +(t − i) * l
        if optimisticScore < bestScore
        (s, i) ß Bypass(s, i, n-1+1)
10.
      else
11.
         (s, i) ß NextVertex(s, i, n-l +1)
     else
13.
      if Score(s, DNA) > bestScore
14.
        bestScore & Score(s)
15.
          bestMotif ß (s1, s2, s3, ..., st)
               (s,i) \beta NextVertex(s,i,t,n-1+1)
16.
      return bestMotif
```

#### Median String Search Improvements

- Recall the computational differences between motif search and median string search
  - The Motif Finding Problem needs to examine all (n-l +1)<sup>t</sup> combinations for s.
  - The Median String Problem needs to examine  $4^{\text{I}}$  combinations of v. This number is relatively small
- We want to use median string algorithm with the Branch and Bound trick!

# Branch and Bound Applied to Median String Search

 Note that if the total distance for a prefix is greater than that for the best word so far:

TotalDistance (prefix, DNA) > BestDistance

there is no use exploring the remaining part of the word

We can eliminate that branch and BYPASS exploring that branch further

#### Bounded Median String Search

```
BranchAndBoundMedianStringSearch(DNA,t,n,I)
 s ß (1,...,1)
 bestDistance ß ∞
• i ß 1
 while i > 0
• if i < |
     prefix ß string corresponding to the first i nucleotides of s
     optimisticDistance & TotalDistance(prefix,DNA)
  if optimisticDistance > bestDistance
      (s, i ) ß Bypass(s, i, 1, 4)
else
      (s, i) ß NextVertex(s, i, I, 4)
  else
  word ß nucleotide string corresponding to s
  if TotalDistance(s, DNA) < bestDistance
       bestDistance & TotalDistance(word, DNA)
       bestWord & word
• (s,i ) ß NextVertex(s,i,l, 4)
 return bestWord
```

### Improving the Bounds

- Given an I-mer w, divided into two parts at point i
  - *u*: prefix *w*1, ..., *wi*,
  - \* **v** : suffix W<sub>i</sub>+1, ..., W<sub>|</sub>
  - Find minimum distance for *u* in a sequence
- No instances of *u* in the sequence have distance less than the minimum distance
- Note this doesn't tell us anything about whether **u** is part of any motif. We only get a minimum distance for prefix **u**

#### Improving the Bounds (cont'd)

Repeating the process for the suffix *v* gives us a minimum distance for *v* 

Since **u** and **v** are two substrings of **w**, and included in motif **w**, we can assume that the minimum distance of **u** plus minimum distance of **v** can only be less than the minimum distance for **w** 

#### Better Bounds

Searching for prefix VWe may find many instances of prefix V with a minimum distance q

$$\min_{\min} d(v) = q$$
  $\min_{\min} d(v) = q$   $\min_{\min} d(v) = q$ 

DNA sequence

Likewise for U

$$\min_{\min} \mathbf{d}(u) = z$$
  $\min_{\min} \mathbf{d}(u) = z$ 

But for U and V combined, U is not at its minimum distance location, neither is V

$$\min \mathbf{d}(q+1 z+2)$$

But at least we know w (prefix u suffix v) cannot have distance *less* than  $\min_{\min} d(v) + \min_{\min} d(u)$ 

#### Better Bounds (cont'd)

• If  $d(prefix) + d(suffix) \ge bestDistance$ :

 Motif w (prefix.suffix) cannot give a better (lower) score than d(prefix) + d(suffix)

In this case, we can ByPass()

#### Better Bounded Median String Search

```
ImprovedBranchAndBoundMedianString(DNA,t,n,I)
        s = (1, 1, ..., 1)
        bestdistance = ∞
        i = 1
        while i > 0
         if i < 1
           prefix = nucleotide string corresponding to (s_1, s_2, s_3, ..., s_i)
           optimisticPrefixDistance = TotalDistance (prefix, DNA)
              if (optimisticPrefixDistance < bestsubstring[ i ])
10.
              bestsubstring[ i ] = optimisticPrefixDistance
              if (\mathbf{I} - \mathbf{i} < i)
12.
                 optimisticSufxDistance = bestsubstring[| -i ]
13.
              else
               optimisticSufxDistance = 0;
16.
              if optimisticPrefixDistance + optimisticSufxDistance ≥ bestDistance
17.
               (\mathbf{s}, i) = \text{Bypass}(\mathbf{s}, i, 1, 4)
18.
              else
19.
         else (\mathbf{s}, i) = NextVertex(\mathbf{s}, i, 1, 4)
20.
          word = nucleotide string corresponding to (s_1, s_2, s_3, ..., s_t)
21.
          if TotalDistance( word, DNA) < bestDistance
           bestDistance = TotalDistance(word, DNA)
           bestWord = word
24.
           (\mathbf{s},i) = \text{NextVertex}(\mathbf{s}, i, l, 4)
25.
```

#### More on the Motif Problem

- Exhaustive Search and Median String are both exact algorithms
- They always find the optimal solution, though they may be too slow to perform practical tasks

 Many algorithms sacrifice optimal solution for speed

#### CONSENSUS: Greedy Motif Search

- Find two closest I-mers in sequences 1 and 2 and forms 2 x I alignment matrix with Score(s, 2, DNA)
- At each of the following t-2 iterations CONSENSUS finds a "best" I-mer in sequence i from the perspective of the already constructed (i-1) x I alignment matrix for the first (i-1) sequences
   In other words, it finds an I-mer in sequence i maximizing

Score(s,i,DNA)

under the assumption that the first (i-1) I-mers have been already chosen

 CONSENSUS sacrifices optimal solution for speed: in fact the bulk of the time is actually spent locating the first 2 *l*-mers

# Some Motif Finding Programs

CONSENSUS

Hertz, Stromo (1989)

GibbsDNA

Lawrence et al (1993)

#### MEME

Bailey, Elkan (1995)

RandomProjections

Buhler, Tompa (2002)

• MULTIPROFILER

Keich, Pevzner (2002)

MITRA

Eskin, Pevzner (2002)

Pattern Branching

Price, Pevzner (2003)

### Planted Motif Challenge

- Input:
  - n sequences of length m each.
- Output:
  - Motif M, of length I
  - Variants of interest have a hamming distance of d from M

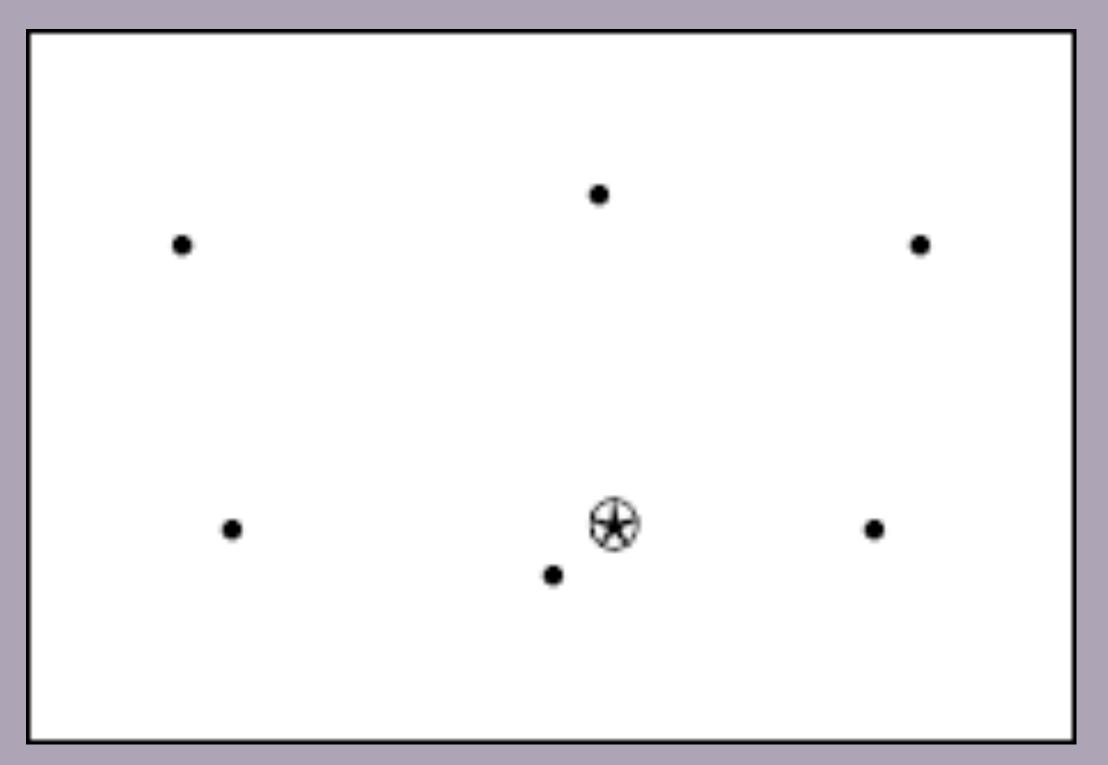
## How to proceed?

• Exhaustive search?

GEAGLE CACTUAL CONTROL CONTROL

Run time is high

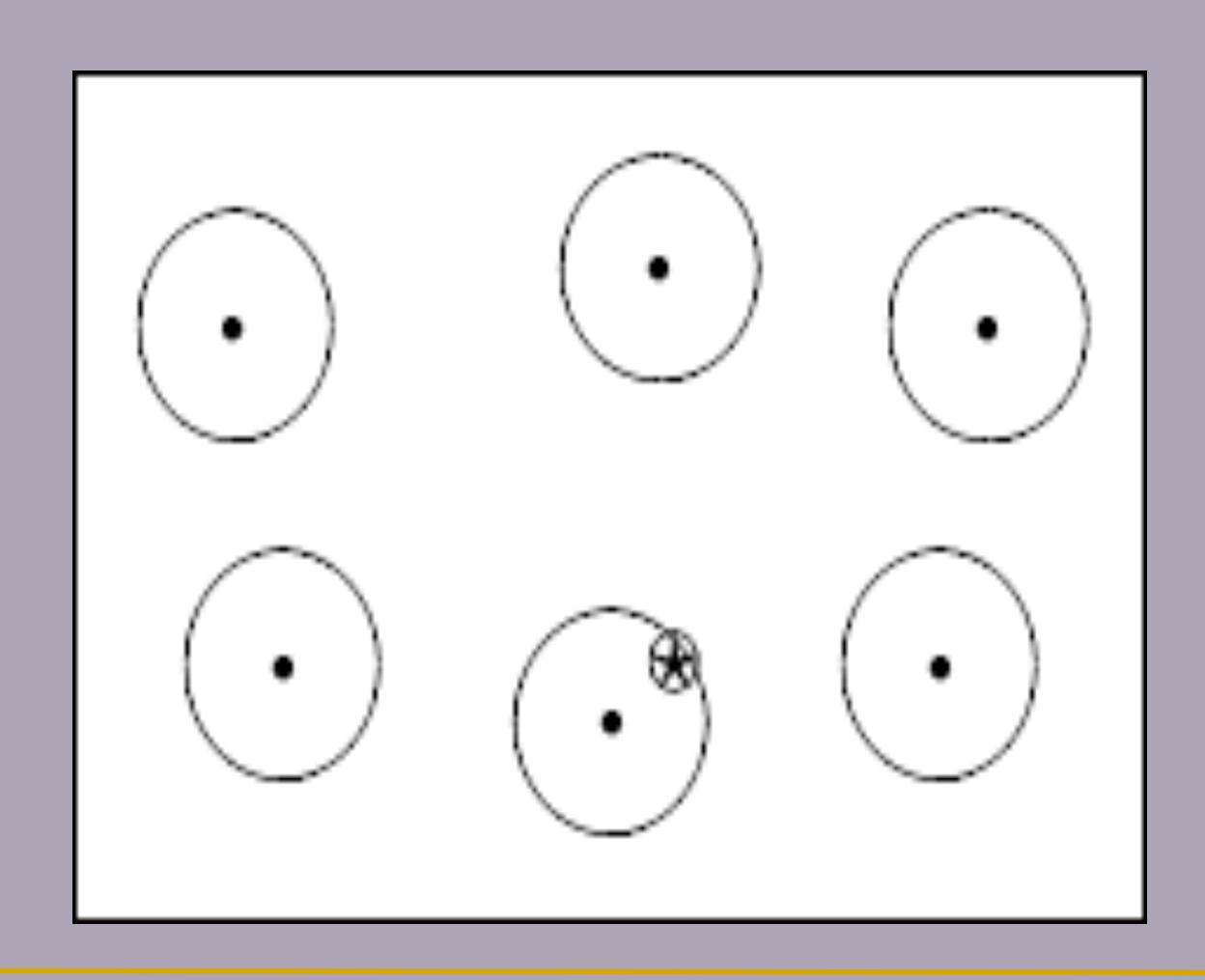
# How to search motif space?



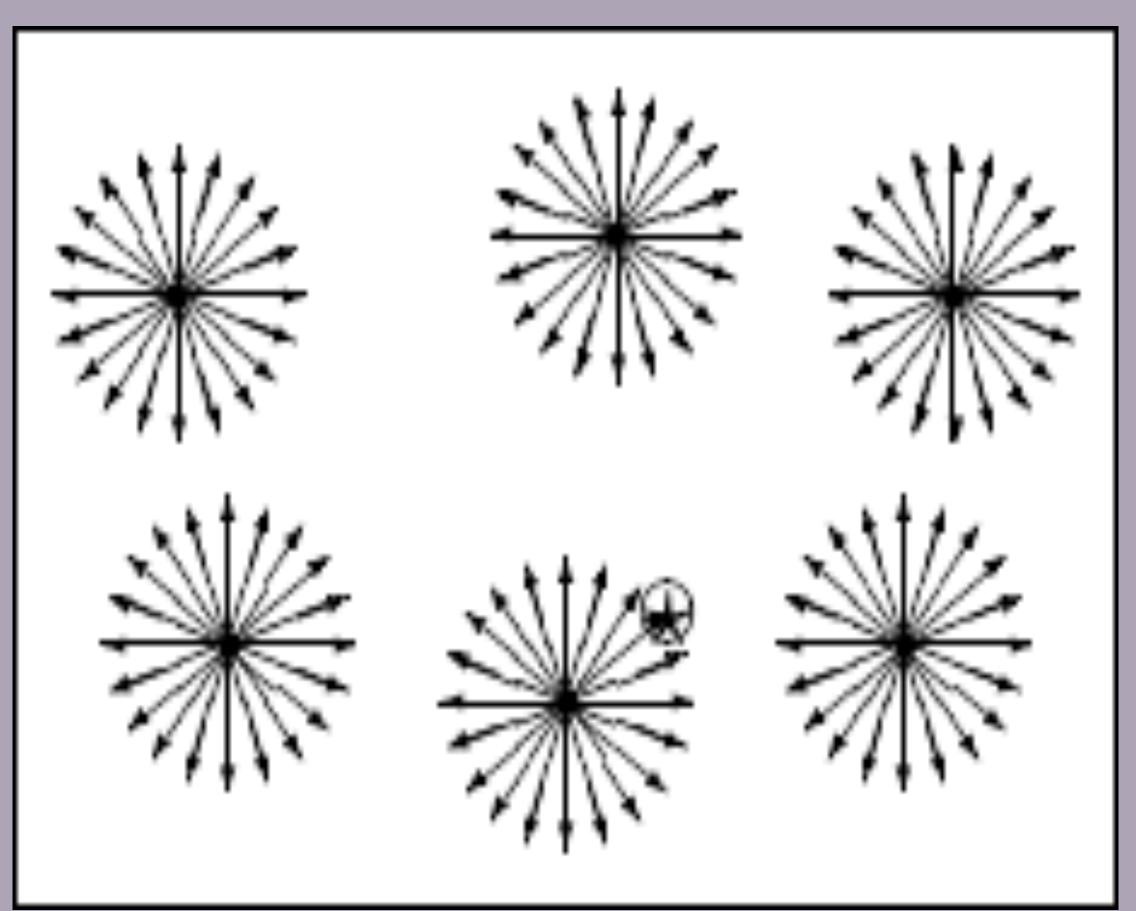
Start from random sample strings

Search motif space for the star

# Search small neighborhoods

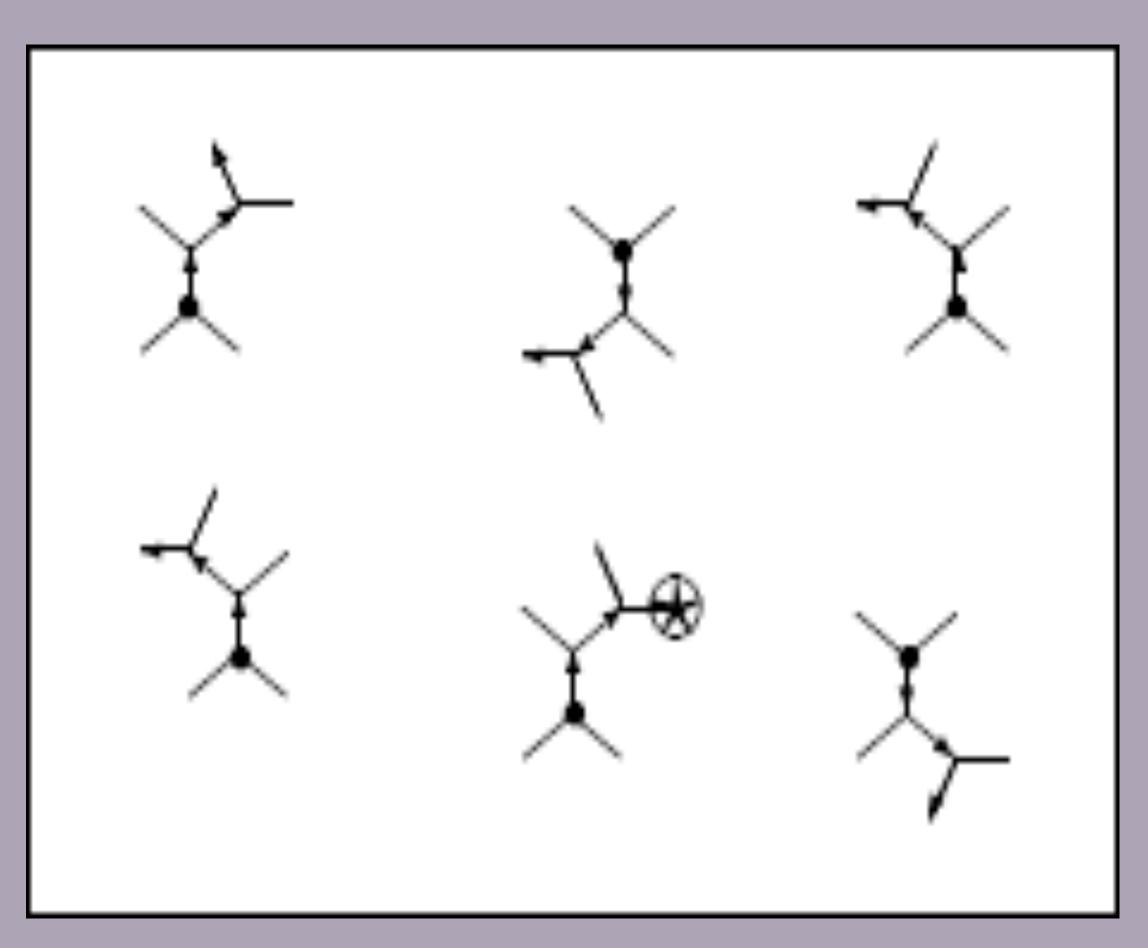


#### Exhaustive local search



A lot of work, most of it unecessary

# Best Neighbor



Branch from the seed strings

Find best neighbor - highest score

Don't consider
branches where the
upper bound is not as
good as best score so
far

# Scoring

- PatternBranching use total distance score:
- For each sequence  $S_i$  in the sample  $S = \{S_1, \ldots, S_n\}$ , let  $d(A, S_i) = \min\{d(A, P) \mid P \mid \hat{S}_i\}.$
- Then the total distance of A from the sample is  $d(A, S) = \Sigma_i \hat{l} S d(A, S_i)$ .
- For a pattern A, let D=Neighbor(A) be the set of patterns which differ from A in exactly 1 position.
- We define BestNeighbor(A) as the pattern B  $\hat{I}$  D=Neighbor(A) with lowest total distance d(B, S).

#### PatternBranching Algorithm

```
{	t PatternBranching}({\mathcal S},l,k)
d \leftarrow \infty
For each l-mer A_0 in {\mathcal S}
   For j \leftarrow 0 to k
       If d(A_j, S) < d
            Motif \leftarrow A_j
            d \leftarrow d(A_j, S)
       A_{j+1} \leftarrow \text{BestNeighbor}(A_j)
Output Motif
```

### PatternBranching Performance

- PatternBranching is faster than other patternbased algorithms
- Motif Challenge Problem:
  - sample of n = 20 sequences
    - N = 600 nucleotides long
  - implanted pattern of length / = 15
    - k = 4 mutations

Algorithm	Success Rate	Running Time
PROJECTION	about 100%	2 minutes
MITRA	100%	5 minutes
MULTIPROFILER	99.7%	1 minute
PatternBranching	99.7%	3 seconds

# PMS (Planted Motif Search)

- Generate all possible *I*-mers from out of the input sequence *S<sub>i</sub>*. Let *C<sub>i</sub>* be the collection of these *I*-mers.
- Example:

AAGTCAGGAGT

 $C_i = 3$ -mers:

AAGAGT GTC TCA CAGAGG GGA GAGAGT

#### Find motif common to all lists

- Follow this procedure for all sequences
- Find the motif common all L<sub>i</sub> (once duplicates have been eliminated)
- This is the planted motif

# PMS Running Time

- It takes time to
  - Generate variants
  - . Sort lists

$$O\left(m\binom{l}{d}3^d\right)$$

- Find and eliminate duplicates
- Running time of this algorithm:

$$O\left(nm\binom{l}{d}3^d\frac{l}{w}\right)$$

w is the word length of the computer